SEE IN THE NEW YEAR WITH...

SONIC THE COMIC

COME ON IN! ALL NEW STORIES!

CRAWL BADNIK PIN-UP!

97

PLUS

FIGHTING VIPERS & BUGS BUNNY REVIEWS!

UK's OFFICIAL SEGA COMIC STARRING SONIC THE HEDGEHOG™

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6 JANUARY 1997

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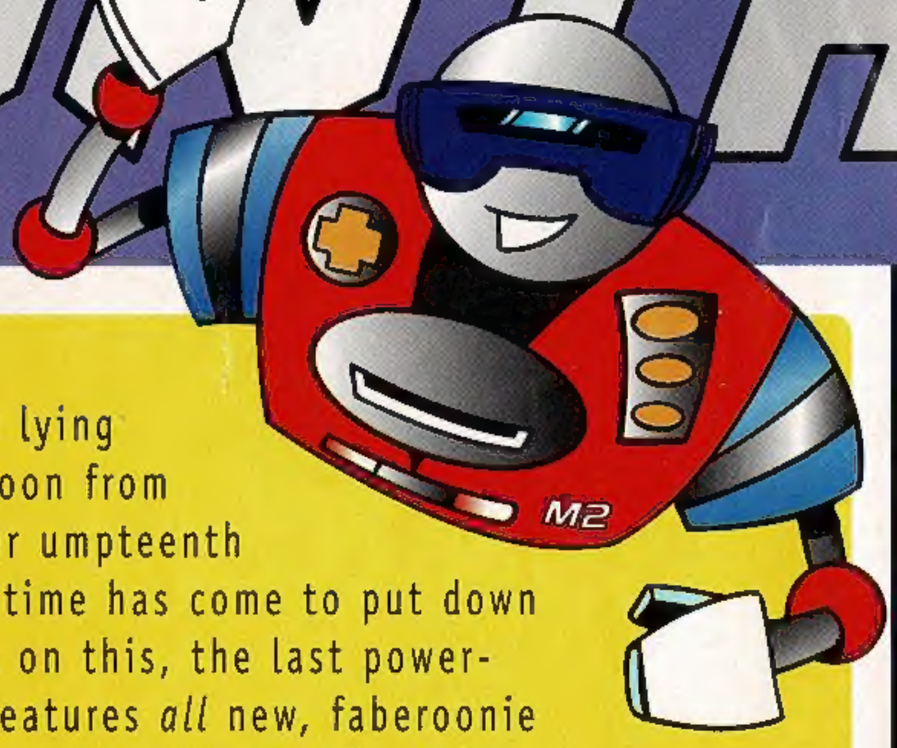
FORTNIGHTLY

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE



Hey, Boomers,

Can you move? Are you lying around like a big barrage balloon from endless chomping through your umpteenth Christmas stocking! Well, the time has come to put down that turkey sandwich and pick on this, the last power-packed issue for 1996 which features *all* new, faberoonie Sonic, Knuckles, Decap Attack and Sonic's World stories...

I'm in a state of shock as I write this as the humes-who-think-they're-in-charge gave me a copy of the game no Mega Drive owner should be without, *Sonic 3-D*, so I'll just leave you with this thought - a whole new year of *STC's* await you!

HERE'S TO CIRCUIT SHATTERING CELEBRATIONS!

Megadroid

THE COST OF *STC*!

There's some not-so-good news and some great news concerning the next issue of *STC*! The not-so-good news is that the price is going up by just 5p from *STC* 95. Perhaps it's to keep Sonic in power sneakers, but one thing's for sure, even at £1.25 *STC* will still be providing you with the very best in comic entertainment each fortnight!

The great news is there's a fantastic Sonic Spinner cover gift (see right) - and that's just for starters as there's more fantastic gifts to follow (*STC* 96 comes with an exclusive Sonic badge). Plus, there's more mega surprises to follow, so stick with *STC* and next issue you'll be able to perform spin attacks worthy of Sonic himself!

• EDITOR: Deborah Tate
• FEATURES EDITOR: Audrey Wong
• DESIGNER: Gary Knight
• COVER ART: Richard Elson
• PRODUCTION: Sarah Colley
• CONSULTANT: Richard Burton

Published every other Wednesday by Egmont Fleetway Ltd., 25/31 Tavistock Place, London WC1H 9SU. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in England by BPC Magazines (Colchester) Ltd., A member of The British Printing Company Ltd. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by Pre-Press Services Ltd., Leeds.

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ISSN 0969 3041.

SEGA

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↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	NEW	PREMIER MANAGER '97
2	↑	TOY STORY
3	NEW	SONIC 3D
4	↓	DESERT STRIKE
5	↓	ROAD RASH 2
6	●	SONIC AND KNUCKLES
7	↓	LOTUS TURBO CHALLENGE
8	↓	WORMS
9	↓	DYNAMITE HEADDY
10	●	TAZ-MANIA: ESCAPE FROM MARS

SATURN

1	NEW	DAYTONA USA CHAMP EDITION
2	NEW	TOMB RAIDER
3	NEW	WORLDWIDE SOCCER '97
4	NEW	FIGHTING VIPERS
5	RE	LOADED
6	↓	NiGHTS
7	↓	ATHLETE KINGS
8	↓	ALIEN TRILOGY
9	↓	DESTRUCTION DERBY
10	↓	SEGA RALLY

MEGA-CD

1	RE	ECCO THE DOLPHIN
2	↑	THUNDERHAWK
3	↓	TOMCAT ALLEY
4	↑	SILPHEED
5	RE	HOOK
6	RE	ETERNAL CHAMPIONS
7	↓	ROAD AVENGER
8	↓	SONIC CD
9	RE	CHUCK ROCK 2
10	RE	WOLFCHILD

GAME GEAR

1	↑	DYNAMITE HEADDY
2	RE	MICRO MACHINES
3	↑	COLUMNS
4	↓	MICRO MACHINES 2
5	↓	SONIC THE HEDGEHOG
6	↑	SONIC: TRIPLE TROUBLE
7	RE	FANTASTIC ADVENTURES OF DIZZY
8	↓	ECCO 2: THE TIDES OF TIME
9	RE	COSMIC SPACEHEAD
10	NEW	MAN OVERBOARD

SONIC THE HEDGEHOG™

COMPLETE STORY

Eve of Destruction

Script: LEW STRINGER Art: RICHARD ELSON Lettering: TOM FRAME

A **MONSTER** RAMPAGES THROUGH **NEW TEK CITY**... AND EVEN THE COMBINED FORCES OF **SONIC** AND THE **CHAOTIX CREW** SEEM UNABLE TO DEFEAT IT!

THIS DUDE IS GETTING **STRONGER!** THIS IS **BAD NEWS!**

UNNK! TOO RIGHT, **MIGHTY!** I'M MISSING A COOL **NEW YEAR PARTY** FIGHTING THIS CREEP!

BULK SMASH!

...BUT WHERE DID THIS CREATURE COME FROM? LET'S GO BACK A FEW HOURS TO A PARTY ON **NEW YEAR'S EVE** AND MEET BORING SCIENTIST, **DOCTOR BOB BOBBLE**...

...AND IN THE FORTHCOMING YEAR, I PLAN TO INTENSIFY MY RESEARCH INTO DELTA WAVE ENERGY, TO FORMULATE A THESIS THAT ONE DAY MAY BE ABLE TO...

YAWN! SORRY, DOCTOR BOBBLE, BUT IT'S NEARLY MIDNIGHT AND I HAVEN'T HAD A **DANCE** YET!

THE **MARCH OF SCIENCE** HAS NO TIME FOR SUCH FRIVOLITIES, YOUNG LADY!

GIVE IT A REST, DOC! IT'S A **PARTY!**

BAH! THEY'RE ALWAYS LAUGHING AT MY GENIUS! WELL, I'LL SHOW THEM THIS TIME!

DOCTOR BOBBLE RUSHES TO HIS LABORATORY...

THIS TIME I CAN PROVE MY IDEAS WORK! HAHAHAHA!

AFTER MONTHS OF HARD WORK, MY DELTA RAY MACHINE IS READY!

CLICK!

ONCE I ZAP MYSELF WITH CONDENSED DELTA RAYS, I'LL HAVE THE MUSCULAR BUILD OF A BRONZED BEACH PATROL GUARD!

ZAPP!

UUGHH! THEY HIT HARDER THAN I EXPECTED! I'VE DROPPED MY REMOTE CONTROL!

GOT...GOT TO FIND THE REMOTE CONTROL TO... TURN THE MACHINE **OFF!** I'M ABSORBING **TOO MUCH** DELTA RADIATION!

GROWING BIGGER... **BIGGER!**

TOO BIG FOR MY TANK TOP TO CONTAIN ME!

RRRIP!

CAN'T FIND REMOTE... **USE MANUAL METHOD!**

SKRRUNCH!

RAYS STOPPED... **BUT WHAT HAVE I BECOME?**

ARRRGHH!

MEANWHILE, ON THE STREET...

MAYBE WE SHOULDN'T BE IN PUBLIC LIKE THIS! WE'RE STILL WANTED BY THE **POLICE**, REMEMBER?

YEAH, FOR A CRIME WE **DIDN'T** COMMIT!

RELAX, DUDES! WE WON'T BE SPOTTED IN THIS CROWD!

YIPITY-YAPITY-DEE! IT'S ALMOST TIME TO RING-A-DING IN THE NEW YEAR!

SOMETHING TELLS ME THAT MOMENT MIGHT BE DELAYED! **LOOK!**

I RIP BELL FROM TOWER WITH MY NEW STRENGTH! I STOP YOUR FUN!

HE'S HURLING THAT BELL TOWARDS THE CROWD!

TELL ME SOMETHING I **DON'T** ALREADY KNOW, VECTOR!

GOTTA CAUSE AN **UPDRAFT** WITH MY SPEED... TO CUSHION THE FALL OF THE BELL!

YOU STOPPED BELL! NOW I **CRUSH** YOU!

MAYBE I'M A SPOIL-SPORT, BUT I'D RATHER YOU DIDN'T!

THOOM!

UUH? WHERE HEDGEHOG **GO**?

LET **ME** TAKE A CRACK AT HIM, SONIC! THERE'S NOT MUCH THAT CAN STAND UP TO **MY** FISTS!

HE'S ALL YOURS, MIGHTY!

WHAMMO!

UHHN! THIS GUY MIGHT BE A BIT OF A PROBLEM! HE'S GETTING **BULKIER!**

HAH! THAT MAKE **GOOD NAME** FOR ME NOW! THE INDESTRUCTIBLE **BULK!**

DOCTOR BOB BOBBLE IS NO MORE! I'M **THE BULK** NOW... AND BULK **SMASH!**

LOOK OUT, MIGHTY! **UNNNK!**

LIKEWISE, ESPIO! **AAGHH!**

THAT... **BULK** USED TO BE **DOC BOBBLE**? OF COURSE! HE WAS ALWAYS INTERESTED IN DEVELOPING MUSCLE TISSUE WITH **DELTA RAYS**, BUT THIS...!

VERY INTERESTING I'M SURE, VECTOR! BUT WE'VE GOT A **SITUATION** GOING ON HERE! CARE TO **HELP**?

KEEP THE BULK BUSY, SONIC! I'M GONNA SEE IF THERE'S ANYTHING TO STOP THIS MONSTER IN BOBBLE'S LABORATORY!

GEE, I'M GLAD YOU PASSED UP THE **EASY** JOB!

BOY OH BOY! HE DIDN'T EVEN **FLINCH** AT YOUR **SUPER SPIN ATTACK**, SONIC! HE DIDN'T FEEL A **THING**! WOO!

KDOING!

OKAY, OKAY, CHARMY!

BULK GROWING...**TOO** BULKY! GETTING... HARD TO... MOVE!

ZIPPITY-ZEE! MAYBE YOU **DID** HURT HIM AFTER ALL, SONIC!

I DON'T THINK I CAN TAKE THE CREDIT FOR THIS, SOMEHOW!

WHATEVER **CHANGED** THIS DUDE INTO A MONSTER IS **STILL WORKING!** THE BULK IS BECOMING **TOO HEAVY** TO SUPPORT HIS **WEIGHT!**

BLOBBITY-BOO! SHOULD WE SUGGEST A **DIET PLAN**?

CAN'T... MOVE...!

THIS IS THE ONLY DIET PLAN THAT WILL WORK ON THAT CREATURE!

ULP! YOU'RE GONNA SH-**SHOOT** HIM?

I'VE **REPAIRED** THE MACHINE THAT CAUSED HIS TRANSFORMATION! REVERSING THE POLARITY OF THE **DELTA RAYS** SHOULD CHANGE THE **BULK** BACK INTO **BOB BOBBLE!**

PAZZAZ!

UUGHH!

I... I'M **BOB** AGAIN! EVEN MY **HIGH INTELLIGENCE** HAS RETURNED... I CAN FEEL MY **BRAIN CELLS** REPLACING **BRUTE FORCE** WITH **SCIENTIFIC KNOWLEDGE!**

COOL! I'LL JUST MAKE SURE YOU CAN'T USE **THIS** AGAIN!

SMAASH!

MY **MACHINE!** YEARS OF HARD WORK... **DESTROYED** IN A SECOND!

MAYBE YOU SHOULD USE YOUR KNOWLEDGE TO HELP OTHERS, INSTEAD OF TRYING TO BE SOMETHING YOU'RE **NOT**, BOZO!

YES... I WILL MAKE A **NEW YEAR'S RESOLUTION** TO **BENEFIT** THE POPULATION OF THIS NEEDY WORLD WITH MY GENIUS! I WILL...

HEY...

...WHILE YOU'RE AT IT, MAKE A RESOLUTION TO **LIGHTEN UP!** YOU'RE SENDING ME TO SLEEP AND I WANNA **PARTY!**

SIGH.

HAPPY NEW YEAR, BOOMERS!

THE END.

NEXT ISSUE: **THE BIG FIGHT!**

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

FIGHTING VIPERS

Reviewed by Chris Jones.

SATURN

SATURN

GAME TYPE: 3-D BEAT 'EM-UP
PLAYERS: 1-2

PUBLISHER: SEGA
PRICE: £49.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

The latest in arcade hits, **Fighting Vipers** has now burst on to the Saturn, a 3D beat 'em-up with street-cool fighters who are as hard as their armour. There are nine Fighting Vipers who all fight fast, full on, and in a frenzy for action-packed combat. 'Picky' is a cool skateboard fighter who uses his board as a weapon rather than transport, while 'Bahn' is a vigilante gang leader whose fighting style is not at all honourable. All the other fighters have their own particular style of warfare but this game has two features that distinguish it from the *Virtua Fighter* series.

Firstly, all the characters have two sets of armour for both upper and lower body areas. This protects them until they lose it and then they are vulnerable. The armour can be broken off by 'Armour Breaker Moves' and then it flies off in a shower of sparks with a rapid reply from three dramatic angles. The other main feature that makes this game original are the walls. Each arena is enclosed by walls that are a crucial part of the gameplay. Use the walls to box opponents in, perform special moves off them and even scale them and descend on your enemy. These two features make for exciting and furious gameplay.

Great animation ensures the fighting is quick and the great scenery means that battles are fought out in stunning arenas. The sound effects reflect the tornado-like fighting and with its extra features the game will keep you interested. These options include a training mode to practice in, which has a moves list and instructions on how to perform them. There is even a playback mode that allows you to save on to memory a resounding victory over a friend. These **Fighting Vipers** are awesome!

FINAL COUNTDOWN

RAVES
It's all great!

GRAPHICS 90
SOUND 85
PLAYABILITY 95

GRAVES
Lower resolution characters than VF2 but still great.

OVERALL 95

BUGS BUNNY IN DOUBLE TROUBLE

Reviewed by Chris Jones

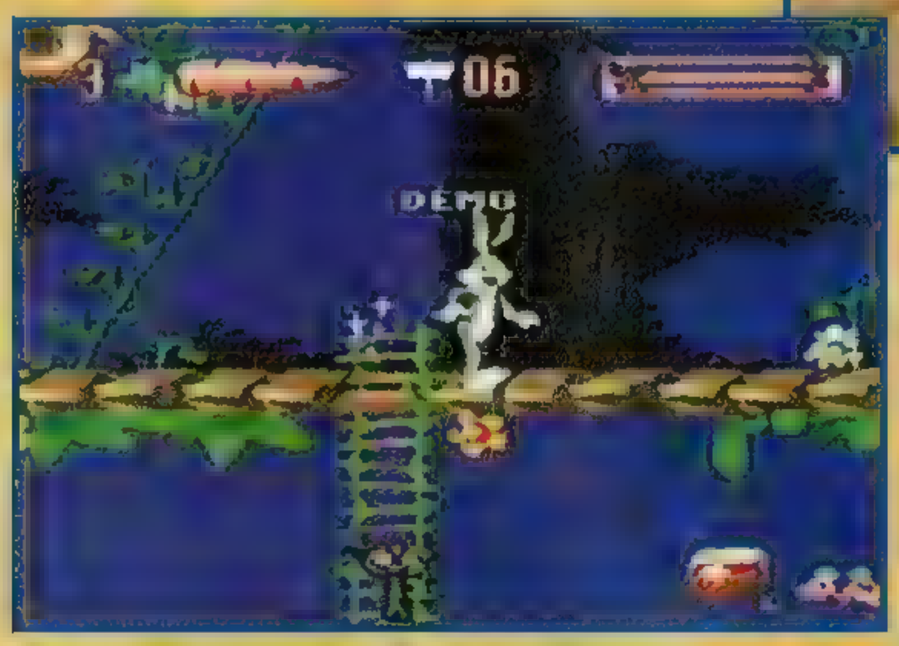
MD MEGA DRIVE

GAME TYPE: PLATFORM
PLAYERS: 1

PUBLISHER: WARNER BROTHERS
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

To some folk, Bugs Bunny is one of the coolest cartoon characters around. With his catch-phrase: "Whats up Doc", he always outwits his enemies and gets away with his mischievous behaviour. In **Double Trouble**; a new platform game for the Mega Drive, 'Bugs' once again finds himself in a pickle and it's up to you to make sure things work out for this sharp rabbit.



The plot in this game involves a sleeping Bugs being attacked in dreamland by a mad scientist. This scientist wants Bugs Bunny's brain for his new robot, but our carrot crunching hero escapes, and using the scientists televisor, travels through dreamland. Bugs encounters his Looney Tune pals who are helping the mad scientist (remember Daffy Duck, Elmer Fudd, Yosemite Sam and Marvin the Martian?).

At the start of the game, Bugs gets a choice to set off on his adventure via two different routes. He can opt for a jungle world full of rope ladders where Daffy Duck must be teased into following him, or he can start in a bull-ring where Bugs must gain access to a secret underground world.

This platform game is a very average offering. The graphics and gameplay are nothing special and the sound is annoying. The characters are good but no real thought has gone into how to use them in an original way. **Bugs Bunny** would not be amused!

FINAL COUNTDOWN

RAVES
Fine for Looney Tunes fans.

GRAVES
Dull platform game!

GRAPHICS 75
SOUND 70
PLAYABILITY 70
OVERALL 70

IN THE **METROPOLIS ZONE**, ONE OF THE LAST REMAINING PIECES OF PARK LAND IS UNDER THREAT.

SAVE OUR TREES!

HANDS OFF ROBOTNIK!

SAVE OUR TREES!

HANDS OFF ROBOTNIK!

SAVE OUR TREES!

SAVE OUR TREES!

AH... I CAN SEE A TINY WINGED CREATURE... IT'S HEADING THIS WAY... YES, YES IT'S A **BUTTERFLY**... OR...

UH OH, LOOKS LIKE PYJAMAS IS HAVING ONE OF HER **VISIONS!**

A TINY WINGED CREATURE...

DO YOU THINK SHE MEANS **HIM**, EBONY?

KNUCKLES

ROOTS

NEW STORY

Part 1

WRITTEN BY NIGEL KITCHING
ART BY NIGEL DOBBYN
LETTERED BY ELITTA FELL

A BUTTERFLY? PYJAMA S' PREDICTIONS AREN'T GETTING ANY MORE ***RELIABLE!***

WHAT? THERE'S SOME KIND OF ***PROTEST*** GOING ON!

UH OH, IT LOOKS LIKE DOCTOR ROBOTNIK IS GOING TO COME DOWN ***HARD*** ON THESE PROTESTERS! HIS SBS* JOKERS PLAY FOR ***KEEPS!***

*SPECIAL BADNIK SERVICE-Megadroid.

THIS IS A ***PEACEFUL*** PROTEST, SONNY... WE DON'T WANT ***TROUBLE!***

IT'S NO GOOD TRYING TO ***REASON*** WITH A BADNIK, THERE'S ONLY ***ONE THING*** THEY UNDER-STAND...

...AND ***THIS*** IS IT!

WHROOM!

THAT'S **KNUCKLES!** I'VE READ ABOUT HIM...

HE CAN'T TAKE ON ALL THESE BADNIKS ALONE...

BESIDES, I WANT SOME **FUN** TOO!

FLISSH!

IT WILL TAKE MORE THAN **PARTY TRICKS** TO STOP THE SBS, CITIZEN!

KRAK-KA!

SO, YOU'RE UNIMPRESSED BY 'PARTY TRICKS'? YOU OBVIOUSLY HAVEN'T BEEN TO ANY OF **MY** PARTIES!

THAT WAS **AMAZING!** HOW DID YOU DO THAT?

MAGIC! ANYONE CAN LEARN... ALL IT TOOK ME WAS FIFTEEN YEARS OF TOTAL ***DEDICATION*** AND PERSONAL ***SACRIFICE!***

EVERYONE KEEP BACK... THIS COULD GET *MESSY!*

YOU THINK I'M GOING TO MISS OUT ON A SCRAP LIKE *THIS?*

I COULD BE WRONG, BUT I THINK YOU'VE DONE THIS SORT OF THING *BEFORE!*

MIGHT HAVE, HAND-SOME!

HEY, THAT WAS SOMETHING *ELSE!* YOU GUYS ARE COOLER THAN A *COOL THING!*

YOU'RE IN **SERIOUS** DANGER! ROBOTNIK WILL JUST SEND MORE BADNIKS, AND NEXT TIME THEY'LL GET **REALLY NASTY!**

DO YOURSELVES A FAVOUR AND GO BACK TO YOUR HOMES!

NO WAY!

ROBOTNIK WANTS TO BUILD OVER THIS PARK, BUT WE'RE GOING TO **STOP THE CREEP!**

WE'VE GOT TO SAVE THE **TREES**, MAN!

THE **TREES**... BUT WHAT'S SO SPECIAL ABOUT **THEM?**

ALLOW **ME** TO ANSWER THAT QUESTION.

NEXT ISSUE: TALK TO THE TREES!

Nightmare No.1 Your kid sister wants to play.

With New Milky Way Crispy Rolls.

© MARS 1996

CRAWL

BADNIK!

STC

PIN-UP!

ART: FERNAN RODRIGUEZ

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Decap Attack

THE HUNGRY GUEST

COMPLETE STORY

SCRIPT:
NIGEL KITCHING
& RICHARD RAYNER

ART:
NIGEL KITCHING

LETTERING:
ELLIE DE'VILLE

IT'S NEW YEAR'S EVE AND A MYSTERIOUS FIGURE CRUNCHES ITS WEARY WAY TOWARDS CASTLE FRANK N STEIN.

KNOCK KNOCK KNOCK KNOCK KNOCK...

IGOR, ANSWER DER DOOR KVUICKLY... CHUCK, HEAD, OUR PARTY GUESTS HAVE ARRIVED!

RIGHT PROF, NOW THE FUN STARTS... OH BOY, I CAN HARDLY WAIT...

I WOULDN'T GET TOO EXCITED IF I WERE YOU...

HI... MY NAME'S BILLY NO-FRIENDS! YOU GONNA LET ME IN, OR WHAT?

I'VE BROUGHT YOU A PRESENT... IT'S A CAKE!

VOT? DIS BOX IST EMPTY!

WELL, IT'S A LONG WALK TO THIS DUMP... SO I ATE IT! I'M STILL HUNGRY, WHERE'S THE GRUB?

SNAP

VOULD YOU LIKE EIN MINCE PIE?

CHOMP! CHOMP!

ER, IGOR, BRING DER AFTER DINNER MINTS... DIS BOY HAS EIN APPETITE!

WHAT'S WITH THE RABBIT SUIT, GRAMPS, YOU SOME KIND OF WEIRDO?

NEIN NEIN NEIN! DIS IST EIN COSTUME PARTY AND I AM DRESSED AS MY HERO, MR CUDDLE BUNNY!

SO, WHAT ARE YOU MEANT TO BE?

APOLLO

WE'RE APOLLO ELEVEN...

DO YOU WANT TO SEE OUR MOON LANDING?

OH NO!

WE HAVE LIFT OFF!

YAAAA!

OTTO

YEEE-AAAAAAA!...

YOU'RE SUPPOSED TO SAY 'THE EAGLE HAS LANDED'!

TIME TO PUT ON YOUR COSTUME, IGOR!

I ALREADY TOLD YOU...I'M NOT DRESSING UP AS A CUDDLY WOODLAND CREATURE FOR ANYONE!

FOOD, FOOD, I'VE GOTTA HAVE MORE FOOD!

I THINK YOU'VE EATEN EVERY-THING!

CHOMP

OOPS... I GOT A BIT CARRIED AWAY!

I SINK YOU'D BETTER LEAF, YOUNG MAN!

I'M GOING, I'M GOING... I KNOW WHEN I'M NOT WANTED!

PTUI

SORRY ABOUT THAT!

THAT'S GOT TO BE THE MOST DISGUSTING THING I'VE EVER SEEN!

DAT'S IT...I VILL NEFFER HAVE A NEW YEAR'S EVE COSTUME PARTY EVER AGAIN!

I'LL MAKE SURE BILLY NO-FRIENDS LEAVES THE CASTLE!

NICE WORK, BILL! IF I'D HAD TO WEAR THAT COSTUME I'D HAVE DIED!

NO PROBLEM, UNCLE IGOR!

HERE ... GO BUY YOURSELF A PIZZA!

GREAT...I AM A LITTLE PECKISH, NOW THAT YOU MENTION IT!

IT'S MIDNIGHT! HAPPY NEW YEAR, UNCLE IGOR!

IT IS NOW, BILLY!

I HOPE THERE ARE A FEW VOL-AU-VENTS LEFT!

BONG BONG

NEXT ISSUE: AMY'S ADVENTURES!

Q ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

BOOMER ALERT

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.

SONIC THE HEDGEHOG 3 Revisited

MD MEGA DRIVE

THE BOSSES *[CONTD]*

MARBLE GARDEN ZONE
ACT 1

TUNNELBOT

- Dash Attack through the wall to your right and you'll find yourself in a chamber with nasty Tunnelbot Badniks to the upper right.

- Lumps of rock will fall from above. Avoid the dagger-shaped rock and the Tunnelbot that zips down.

- Take it out by carefully ramming the Badnik as it descends from above.

- The end-of-act marker drops in from above, so rack up those points and try to get a bonus TV.

ACT 2

DOCTOR ROBOTNIK'S JET DRILL POD

- Quickly get Sonic to the far left corner and wait for Robotnik to appear from above in his evil new machine.

- As soon as he's within range, leap up and ram him (it's possible to get in three solid hits).

- Robotnik's machine will then drop to the ground - so ram that too! It should then fall from under you.

- Never fear, Tails is here! Tails will grab Sonic and carry him into the sky. Move him across to the middle upper part of the screen and leap off hard at Robotnik. Bounce off him hard to avoid the pod's jet engines.

- Carefully position Tails so that Sonic can jump off on to Robotnik and bounce off him as he enters the screen.

- You can get in more than one hit if your timing is good and you bounce off him hard enough.

- After eight hits, the Jet Drill explodes. Your furry friends' prison ship floats in from above, enabling Tails to ram it and release him.

CARNIVAL NIGHT ZONE
ACT 1

SELF D-STRUCT MACHINE

This dude is quite tough to beat if you don't keep your wits about you. All you have to do is get it to destroy itself!

- As the D-Struct Machine drops in from above, stand to the left of it.

- As the blade separates from the body and flies up, try to keep as close as possible to the main body. The only way to beat it is to get the blade to ram the main body when it is open and extended.

- After four hits, it explodes and you drop down to the next act!

- At the bottom, you can leap up and bounce on the end-of-act marker to rack up your score!

ACT 2
DOCTOR ROBOTNIK'S ENERGY SHIP

- Robotnik will enter from the upper right in his ship.

- He will drop a ball from his ship, which you have to avoid. Robotnik will position his ship over it, creating an energy charge which sucks Sonic in!

- Push hard in the opposite direction and jump to avoid being pulled in. The suction will stop and Robotnik will descend to pick up the ball. Here's your chance...

- Quickly leap up and ram his ship. When he has collected the ball, you can still ram him, watch out as he'll drop the ball again soon after.

- When the ball has stopped moving, you can ram him again quickly, then move away to avoid the energy vortex.

- Repeat the above moves until you have hit him eight times. His ship will explode and go off to the right. You can follow him and release Sonic's friends again.

ICE CAP ZONE
ACT 1

ICEBALL
This frigid droid sucks up ice balls which it uses to encircle itself with.

- Keep Sonic over to the right of the screen and wait for the Badnik to appear. Go to the upper left corner and then back to the right, above him. When the ice balls fly up, ram the Badnik as quickly as possible. The ice balls will drop from above - so avoid them!

- Keep to the far right and the process will be repeated again, with the ice balls being drawn in from under Sonic to circle the droid. The Badnik will move to the upper left corner. Pause, then dash across to the left underneath until the ice balls have gone - then ram it!

- After five hits, Iceball will explode and you can hit the end-of-act marker for those crucial extra points.

ACT 2
DOCTOR ROBOTNIK'S FREEZE-O-MATIC

- Robotnik will drop in from the upper right in his latest contraption.

- Move Sonic left and wait for Robotnik to start moving towards you. As he approaches, an ice spray will blast out from underneath and left of his machine.

- Leap on to the platform under his ship and ram him quickly, then leap off it.

- Wait for Robotnik to fire off an icy spray straight down from under his ship, then leap on to the platform and ram him again. If Sonic gets caught in the spray, he'll be frozen into an ice block and lose his rings.

- If you keep calm and choose your moment carefully, you can take Robotnik out quite easily.

- Wait for the moment he fires a spray from directly under his ship and you will have an excellent chance of getting in a quick hit against him.

- Once the Freeze-O-Matic explodes, head right and hit the button to release Sonic's pals from captivity.

Next issue: Concluding battle with the final Boss!

BACK TRACKING!

ALL YOU WANT FOR CHRISTMAS IS... A COMPLETE SET OF *STC*'s!

Massive back issue sell-off. Last ever opportunity to buy (offer ends Tuesday, 31 December 1996).

Christmas is coming and you've been pining over that missing issue. Well, here's the opportunity to send your misery packing by simply selecting the issue or issues of your choice (provided they are not sold out), fill in the form on this page and send it off before 31 December 1996. Please note that the publishers, Egmont Fleetway Ltd., reserve the right to substitute issues if the issue of your choice is unavailable.

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Each issue costs £1.50 (including postage and packing), or buy five issues for £5.00. Payment should be made by cheque/postal order or credit card. All cheques/PO's to be made payable to **Egmont Fleetway Ltd.** and must be in pounds sterling.

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SR4 6SN

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STC93

NEW STORY

SONIC'S WORLD

THE MONSTER WAKES

Part 1

Script: LEW STRINGER Art: ROBERTO CORONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME

NEW YEAR'S DAY ON PLANET MOBIUS! WITHIN THE SECRET UNDERGROUND LABORATORY OF TECHNICAL GENIUS, TEKNO THE CANARY, OUR HEROES GATHER...

HAPPY NEW YEAR, SHORTFUSE! EMMWAHH!

AHEM! THANK YOU, TEKNO! IT WOULD TRULY BE A HAPPY NEW YEAR IF WE WERE TO TRIUMPH OVER ROBOTNIK!

FORGET ABOUT ROBOTNIK FOR ONCE, SHORTFUSE! IT'S A DAY OF CELEBRATION!

YOU DON'T UNDERSTAND, JOHNNY! IT WAS ROBOTNIK WHO TURNED ME FROM AN ORDINARY SQUIRREL INTO A CYBERNIK! HOW CAN I FORGET THAT?

I... I DIDN'T MEAN...

COOL IT, GUYS! TEKNO'S GOT A SUGGESTION TO MAKE!

LISTEN, GANG! MAYBE YOU COULD BE MORE EFFECTIVE AGAINST ROBOTNIK IF YOU USED MY LABORATORY AS YOUR OWN SECRET BASE!

COOL! IT'S BETTER THAN BEING ON THE RUN ALL THE TIME!

HMMM... NOT A BAD IDEA, BUT IT'S A BIT SMALL FOR FIVE OF US!

WE COULD BURROW THROUGH THE WALLS TO MAKE MORE ROOM!

TRUST A RABBIT TO SUGGEST THAT!

BEEP! BEEP! BEEP!

THE **ALARM!** SOMEONE'S ON THE SURFACE OUTSIDE THE SECRET ENTRANCE!

PANIC OVER! IT'S OUR OLD BUDDY, **KNUCKLES!**

A CONCEALED DOOR IN THE HILL SLIDES OPEN AND. . .

SURPRISE! KNUCKLES, WHAT BRINGS YOU HERE?

WHA-? MY **PTERODACTYL** WAS HUNGRY FOR A MUNCH ON SOME MUCH NEEDED GRASS! HOW LONG HAVE YOU BEEN LIVING BACK IN THE **EMERALD HILL ZONE?**

WELL... WE HAD HOPED TO LIVE **UNDER GROUND** ACTUALLY... AND YOU COULD BE JUST THE PERSON TO **HELP** US!

I NEVER RUN FROM A FIGHT! WHAT'S THE PROBLEM? **BADNIKS** AGAIN? ANOTHER **DEATH EGG** MAYBE? I'LL HELP!

UM... NOT EXACTLY...!

SHORTLY. . .

HMMPH! THEY ONLY WANTED ME TO DIG SOME EXTRA SPACE FOR THEIR SECRET BASE!

SO MUCH FOR MY **DAY OFF!**

LATER. . .

THERE! THAT SHOULD GIVE YOU ENOUGH SPACE TO DESIGN LIVING QUARTERS FOR ALL OF YOU!

THANKS, KNUCKLES! YOU'RE WELCOME TO JOIN US, OF COURSE!

YES! WE NEED TO STRENGTHEN OUR TEAM NOW THAT **SONIC** IS AWAY IN THE **SPECIAL ZONE!**

THANKS, BUT I'M JUST PASSING THROUGH! I'M HEADING BACK HOME TO THE **FLOATING ISLAND!**

IF I HANG AROUND MUCH LONGER, YOU'D HAVE ME FITTING CARPETS!

KNUCKLES CRACKING A **JOKE?**

HE MUST BE IN A FESTIVE MOOD!

LATER, SHORTFUSE AND TAILS CHECK OUT ONE OF THE FRESHLY DUG AREAS. . .

KNUCKLES DID A GOOD JOB! ONCE WE INSTALL ELECTRICITY WE CAN...

ULP! CA...CAN YOU HEAR S-SOMETHING **BREATHING?**

MY SENSORS DETECT IT'S COMING FROM THIS DIRECTION... **TAILS!** THERE'S SOMETHING **DOWN** HERE... SOMETHING **ALIVE!**

HUURRRGGHH!

WH-WHAT **IS IT?**

I DON'T KNOW WHAT IT IS, BUT IT'S **BIG** AND IT'S **WAKING UP!** **EVERYONE TO THE SURFACE — FAST!**

RRRUMMBLE!

BRRAKKK!

WE'RE SAFE!

NO WE'RE NOT! **LOOK!**

RRROAARR!

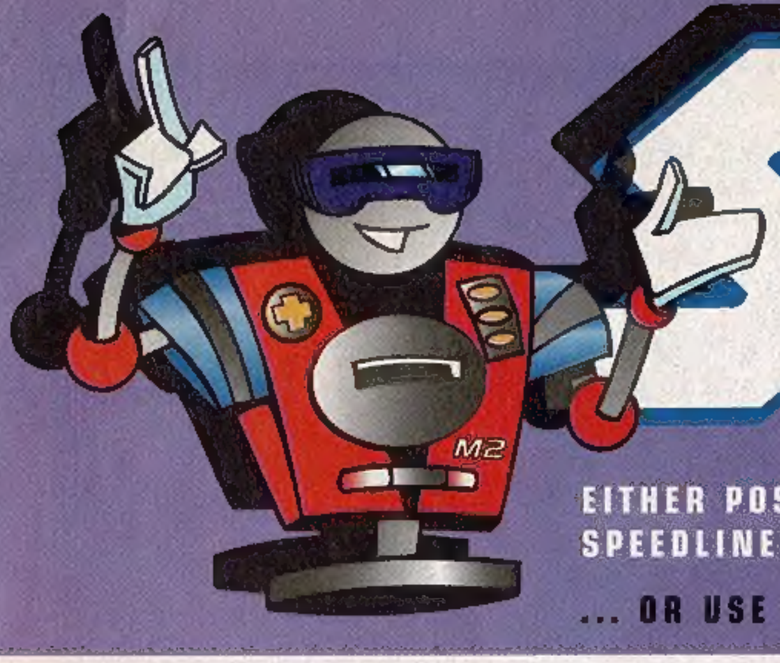
AWESOME! A DRAGON! BUT I ALWAYS THOUGHT THEY WERE JUST CREATURES IN FAIRY TALES!

ULP! I HOPE IT'S FRIENDLY!

WELL, LET'S SEE... YOU'VE WOKEN ME UP A THOUSAND YEARS TOO EARLY AND YOU EXPECT ME TO BE FRIENDLY?

NO WAY!

NEXT ISSUE:
THE DRAGON STRIKES!



SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

NO CLASS!

Dear *STC*,

Why do teachers always confiscate the best comics?

An *STC*-less Carlos Ferlance & Caleb Klaces, Moseley, Birmingham.
Sonic & Knuckles Hog Tag Winners.

Give your teacher a break, boys. She/he probably just wanted a good read!

Dale Phillipa Johnson, Ingleby Barwick, Stockton.
Sonic & Knuckles Hog Tag Winner.

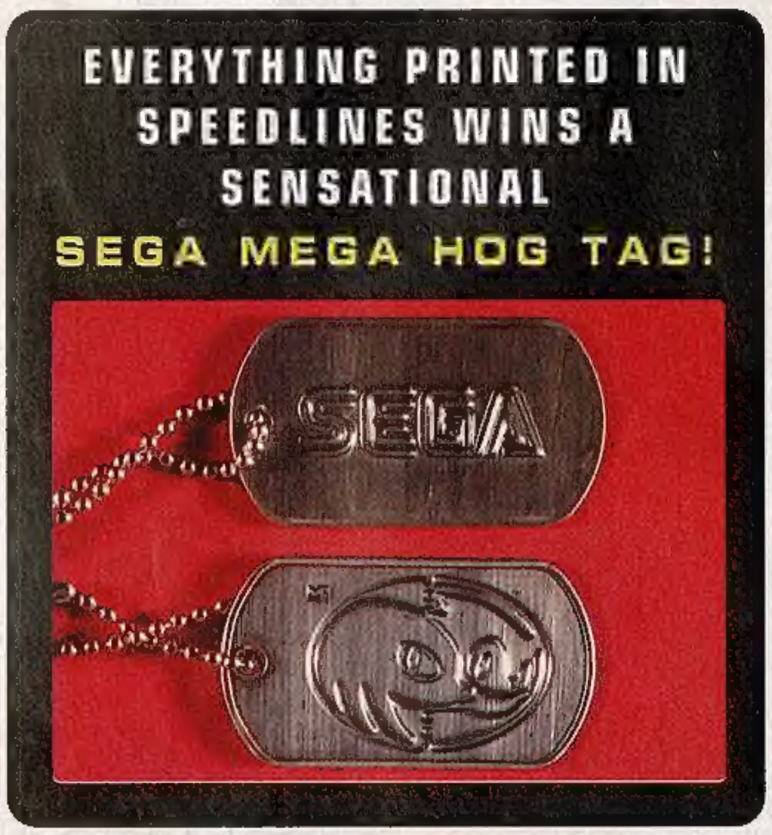
DATA STROP!

Dear *STC*,

In my opinion the Data Strip at the back of the comic is a waste of space and a stupid idea, which is a shame because everything else is just great!

Stefan Evans,
Dublin, Rep. of Ireland.
Sonic & Knuckles Hog Tag Winner.

OK Stefan, you'll be relieved to learn that the Data Strip is no more after this issue - however, a big thank-you to everyone who sent them in in the past!



Martin Wright, Heaton Norris, Stockport.
Sonic & Knuckles Hog Tag Winner.

KRISTIAN ORDERS!

Dear *STC*,

This is a message for Sonic which he should take special care to follow: I demand that you kill everybody in the city, because if you don't, I will turn you into hedgehog soup! Got it!

Kristian Stevenson-Edmunds,
Carmunnock, Scotland.
Sega Mega Hog Tag Winner.

Worth a try, Kristian, but something tells me you'd be the one who'd end up in the soup!

NEXT ISSUE

COVER GIFT!

SPINNER SPREE!

NEW STORIES

SONIC's
BIG FIGHT!

AMY & TECHNO
GO UNDERGROUND!

PLUS

KNUCKLES
TALKS TO THE TREES!

FREEDOM FIGHTERS
ENTER THE DRAGON!

***STC* 95 ON SALE WED, 8 JANUARY '97**

£1.25

DATA $TRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐ AGE ☐

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

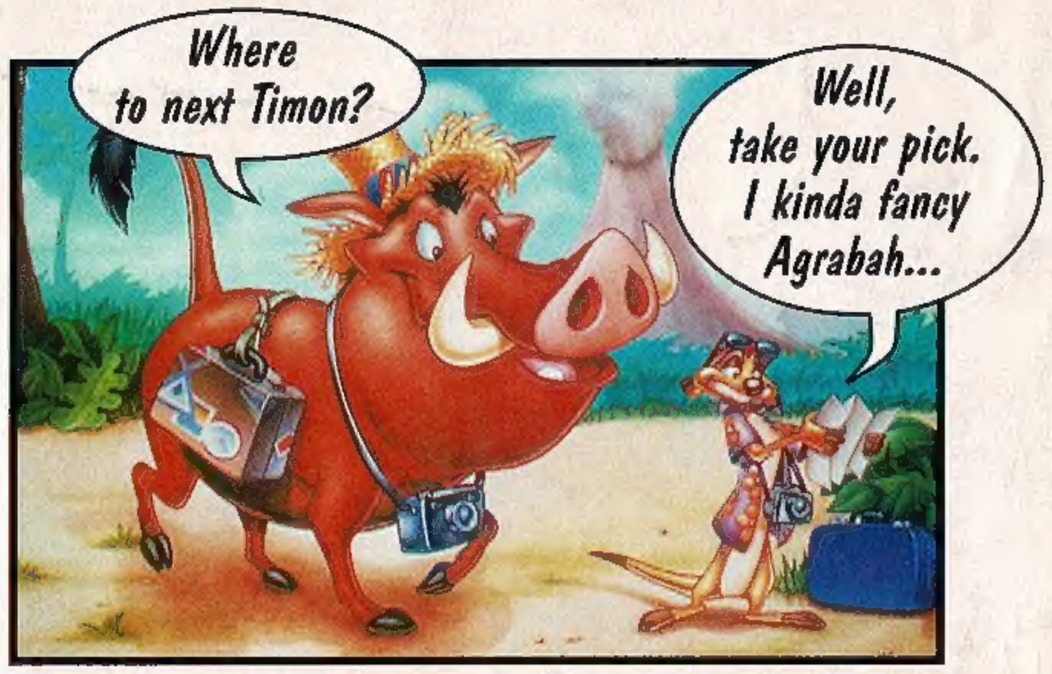
YOUR RATING FOR ISSUE 94

☐ %

Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.

Fantastic Adventures on The Disney Channel with Timon and Pumbaa

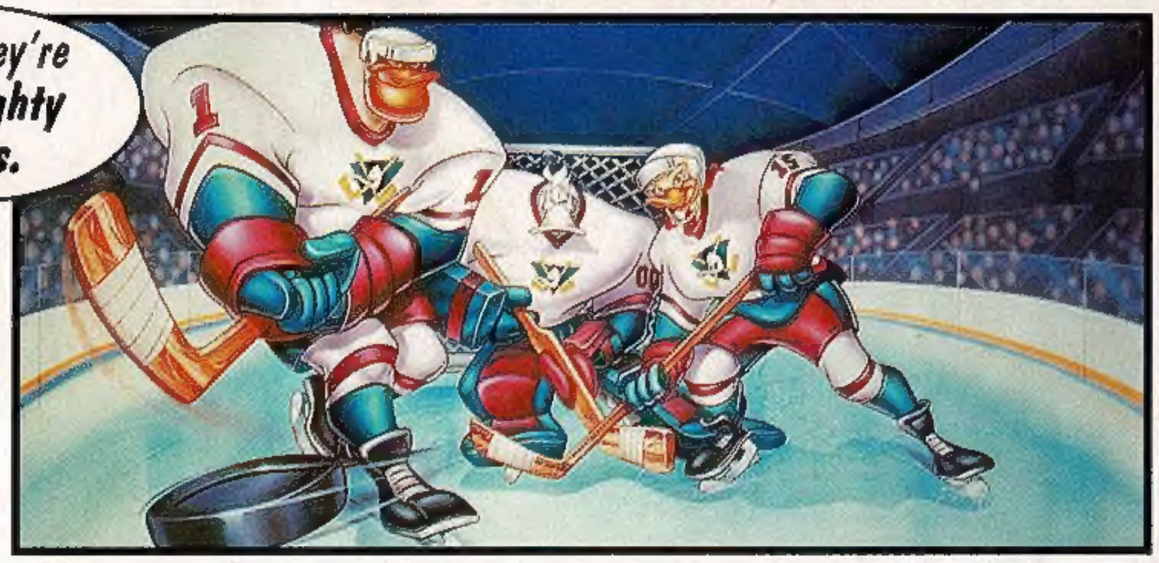
The Disney Channel



The zany duo from 'The Lion King' are wondering where in the world to go next in their weekly series.

That big 'n blue Genie and his pals Aladdin and Jasmine are whizzing off on another action-packed adventure, relying on their own sharp wits... and each other.

Our wise-cracking friends travel on, 'though Pumbaa is worried.



The Mighty Ducks of Anaheim are shaping up for another ice-hockey game, but they're always ready to fight the evil Dragaunus.

Dropping in on Bluffington, Doug and his friend Skeeter are raising the roof.

Catch the whole story only on **The Disney Channel.**

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